

# Year 6

## Home Learning Help



### What is the purpose of Home Learning?

The purpose of Home Learning at Pirbright is to ensure that pupils have the necessary skills to reach their potential in school. We want to guarantee that pupils practise their reading, mental arithmetic, rapid recall of Maths facts and spellings several times a week. We also want to continue to foster the love of learning that our pupils have and so provide some extra exciting and motivating activities for pupils to engage in.

# What does Home Learning look like in Year 6?

## Regular Homework Tasks

- Maths Facts

Each **Monday**, the children will be given a task and they need to create a page in their red Maths Facts books, demonstrating how they understand the concept. This will need to be completed by **Wednesday** and handed in to be checked. These books will provide the basis for the children's revision for the Maths SATS tests in May.

- SPaG Essentials

Each **Wednesday** the children will be given a task to complete in their SPaG Essentials book. This will vary and may be based around their weekly spellings or another area of grammar. This will need to be completed by **Friday** and handed in to be checked. These books will provide the basis for the children's revision for the SPaG SATS test in May.

As we are preparing children for secondary school, we expect these tasks to be completed to a high standard and given in on time. Any missing home learning will need to be completed during break times.

- Essential Learning Tasks

- Reading

The children should be reading at home three times each week for at least 15 minutes. Share a book with your child as often as possible and remember to ask them questions to check their understanding of the text. Please record on Boom Reader each time they read. The teacher will regularly check progress on Boom Reader to monitor this.

- Spellings

The children will learn a new spelling rule in their SPaG sessions each Friday. The children will then receive ten spellings, linked to this spelling rule, to learn at home. They will be tested on these words the following Friday. Spellings should be practised at home for 15 minutes, at least three times each week and online games as part of Spelling Shed can be enjoyed. The teacher will monitor the weekly scores.

- Maths Enrichment

We recommend that the children spend time each week working through maths

exercises: times-tables recall, Athletics, practise sheets from school, etc. These do not need to be handed in to the teacher.

### **Further Learning Tasks**

These activities allow pupils to extend and further their interest in aspects that have already been covered in school. They tend to be more creative and open-ended in nature. These are classified as 'optional' for parents (not pupils!) allowing parents to manage their children's time effectively. If you have a family gathering over the weekend and fitting in extra activities is going to be tricky, then you can choose to leave these activities until a more convenient time, if you have a child that has a particularly busy schedule outside of school, perhaps they swim or train regularly, then again you can make the decision as to how and when these tasks can be completed and which ones to choose. Children are encouraged to bring in and share their further learning. Alternatively, you can email the work to us for sharing. If you can think of other ideas, for example, if you visit an exhibition, museum or location associated to our topics, please do let us know so your child to share these experiences with the class.

**Maths**

To support your child with their mathematical development we recommend that you try to fit in regular mental arithmetic challenges each week. For example:

- On your way to school rehearse times tables and corresponding division facts.
- Look at door numbers and add them. Ask your child to explain how they got their answer.
- Practise number bonds to 10, 20 and 100.
- Try adding together the price of some items from your weekly shopping trip.
- Reading the digits from car number plates and adding them up when travelling.
- Get involved in some cooking or baking and help measure out ingredients.
- Identify the properties of 2D and 3D shapes when you are out and about.
- Practise telling the time on a range of clocks and calculate the length of time of favourite programmes, time until bed etc...
- Have discussions including time vocabulary e.g. morning, afternoon, am, pm, noon, midnight.

Here are some examples of good activities and websites for you to visit:

- <http://uk.mathletics.com>
- <https://www.topmarks.co.uk>
- [Thinking mathematically - Primary students | NRICH](#)
- <https://www.topmarks.co.uk/maths-games/7-11-years/times-tables>

### 1. Roll Two Dice.

Take it in turns to roll two dice.

You score a point for correctly using the dice in one each of addition, subtraction, multiplication and division. So if you roll a 3 and a 6, you could say:

$$3 + 6 = 9$$

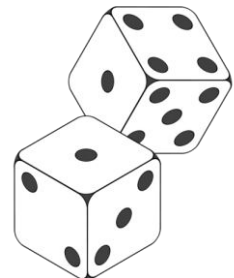
$$3 - 6 = -3$$

$$6 - 3 = 3$$

$$3 \times 6 = 18$$

$$3 \div 6 = 0.5$$

$$6 \div 3 = 2$$



(This is the best possible case; it is not always possible to make 6 different calculations with different answers, so score a bonus point if you manage it.)

## 2. Times Tables Cards

Shuffle a 1-10 deck (i.e. with all the picture cards removed). Take 20 cards each. Both turn a card face up at the same time and try to call out the product. For example, if you turn over the 6 of spades and your child turns over the 3 of clubs you must call out “eighteen”. The first person to get the answer scores a point. Play until one person gets to 20 points or until one player runs out of cards.

## 3. TV Countdown!

Have a set of blank cards or slips of paper (set one) consisting of three 1's, three 2's, three 3's, and so on up to three 9's. Have a second set with two 25's, two 50's, two 75's and two 100's. Mix the cards up and ask your child to select, unseen, any 6 small numbers (from set one) and any one large number (from set 2). Now roll a dice 3 times to generate a 3-digit number.

They have to combine their cards using addition, subtraction, multiplication and division to get as close as possible to the 3-digit number. Each card may be used only once. There is no need to impose a 30-second time limit, and they should get praise and credit for getting close, even if they cannot get there exactly.

## 8. Six of the Best!

This is a great game for reinforcing the bonds between multiplication, division and fractions. Choose any set of 3 numbers from the list below:

2,7,14	4,6,24	12,4,48
3,6,18	3,8,24	12,4,3
3,5,15	2,20,40	4,20,80
4,5,20	2,20,10	15,60,4
6,7,42	3,9,27	9,72,8
3,12,36	50,10,5	63,7,9
2,5,10	7,5,35	13,52,4
3,20,60	40,8,5	10,100,1000

Once you have exhausted this list, make up some trios of your own.

Your child must give you the six number facts relating the three numbers together. For example, if you chose the first set, the six facts are:

“Two times seven is fourteen.”  
“Seven times two is fourteen.”  
“One half of fourteen is seven.”

“One seventh of fourteen is two.”  
“Fourteen divided by two is seven.”  
“Fourteen divided by seven is two.”



Each week, your child will be set learning challenges on Mathletics which link to their school work. This extra practice is beneficial and allows you to see how to further support your child with areas they may find tricky. Simply log on and go!

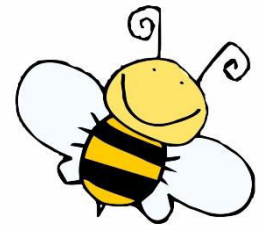


Numbots and Times Table Rockstars are a great resource which we purchase at school. Children can log on and work their way through the challenges and play against their peers, testing their number knowledge!

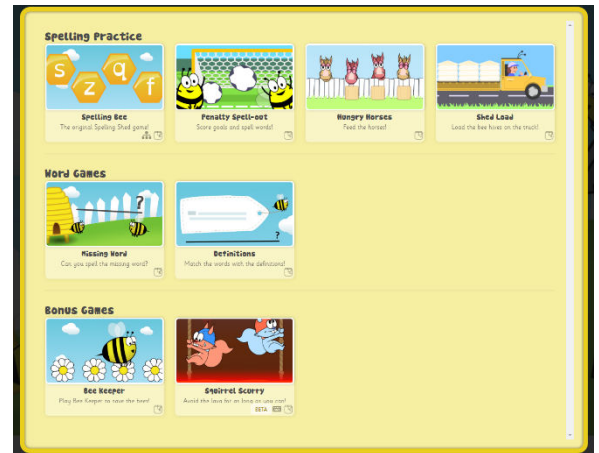
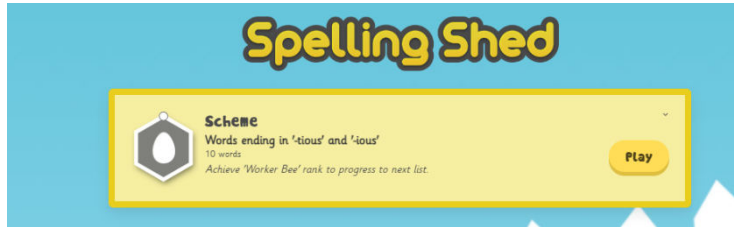
To further help support your child at home, we have created a range of videos which explain key concepts and areas of our Maths Mastery approach. These videos provide ideas and support with calculation methods. They can be found on our school website gallery and are updated throughout the year.

<https://pirbrightvillageprimaryschool.primarysite.media/playlist/maths-help-videos>

# Spelling

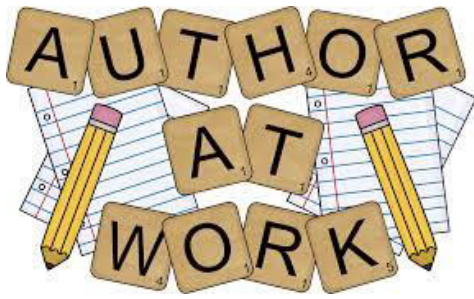


We now also use Spelling Shed for setting spellings for the children. Your child will be set the specific spellings which they are working on and there are games which they can play throughout the week for those words. Each week, the children will then be tested on their spellings.



## Some more ways to practise spellings:

1. **Headlines:** Cut letters out of magazines and newspapers to spell your words. Paste them onto a piece of paper.
2. **That's an order:** Write your words out in alphabetical order.
3. **Super Sentences:** Write a super sentence for each one of your spelling words.
4. **Rainbow words:** Write your spelling word and trace over it 5 times using a different colour each time.
5. **Bubble letters:** Write your spelling words in bubble letters.
6. **Acrostic Poems**  
Create an acrostic poem for 5 of your words. Example: snow  
Soft and fluffy  
Never warm  
Open the door  
Wade in the cold
7. **Make a Wordsearch :** Make a wordsearch using a grid of all your spelling words. Come back and find your words.
8. **Look, Cover, Write, Check**  
**Look** at the spelling  
**Cover** the spelling up  
**Write** it down  
**Check** to see if it's correct



# Writing

- **Biography**

- Choose a famous person and find out some information about them using the internet. Write it up in the style of a biography.

- **Autobiography**

- Choose an amusing/scary/life changing event from your life so far and write about it in detail. Don't forget to include thoughts, feelings and camera shots!

- **Instructions**

- Write out instructions for making a cake – you will have to see how good your instructions are by following them of course! Yum Yum!

- **Non-Chronological Report**

- Choose anything you are interested in, research it (ballet? Theme parks? Etc) and write a report on it.

- **Informal Letter**

- Write a thank you letter to a friend/relative you saw over the Easter holidays.

- **Formal Letter**

- Have a read of the local newspaper; is there anything in there that you can write a letter of complaint about? Anything that you would like to request information on?

- **Diary**

- Keep a diary or pretend to be a character and write a diary from their point of view. What adventures do they go on?

- **Story**

- Choose an interesting genre and write a story, don't forget to do a plan first! Suspense? Sci-Fi? Romance?

- **Description**

- Character or setting description. Perhaps you could describe an interesting person/place you experience over the holidays?

# Y6 Writing Wish List

## Superstar writers will...

- ✓ Write with a **clear structure** for whatever genre is being covered and use layout tools (i.e. subheadings) appropriately.
- ✓ **Paragraph** in an efficient way to demonstrate a change in time, place, subject etc.
- ✓ Stay in the **correct tense**.
- ✓ **Maintain** the writer's **viewpoint** throughout: first, second or third person.
- ✓ **Plan and draft** writing, **edit** and check for accuracy and content, **rewrite** texts for presentation.
- ✓ Carefully choose and **appropriately use ambitious words** to describe settings, characters and atmosphere.
- ✓ Include **adverbs and adverbial phrases** (including time).
- ✓ Use **figurative language** such as similes, metaphors, personification, onomatopoeia and alliteration where appropriate.
- ✓ Describe characters and settings with appropriate **expanded noun phrases and prepositions**.
- ✓ Use a **variety of verb forms**, including simple, progressive and perfect.
- ✓ Use **modal verbs** to show degrees of certainty.
- ✓ Use a wide vocabulary (**synonyms**) and avoid repetition by use of **pronouns** where appropriate.
- ✓ Use a **range of coordinating conjunctions** (FANBOYS).
- ✓ Use a **variety of sentence structures** to create interest including **coordinating** (compound) and **subordinating** (complex) sentences.
- ✓ **Vary the length of sentences** to create tension and control the mood.
- ✓ Choose fantastic **sentence starters** to maintain the reader's interest.
- ✓ Include **dropped-in clauses and relative pronouns** to add additional information to sentences.
- ✓ Use the **passive form** of sentences
- ✓ Use **apostrophes** for contraction and possession accurately.
- ✓ Use the **full range of punctuation** (- . ? ! , : ; -- () ... ' ").
- ✓ Ensure **dialogue** is correctly laid out and **moves the plot along**.
- ✓ Use **formal language** appropriately and consistently, and know how to move between formal and **informal / contracted** language.
- ✓ Have neat, joined **handwriting**.
- ✓ Make an effort to **spell words correctly**.

# Reading

We ask you to read with your child 3-5 times a week. It is still very important to encourage your child to read aloud to aid fluency and expression.



Please record reading on  
Boom Reader.

While reading your child, please remember to ask them questions to check their understanding of the text, e.g:

At school, we use VIPERS to structure these questions and to make sure that we are covering all areas of reading comprehension. You may like to imitate this strategy at home too.

**V** – Vocabulary – find and explain the meaning of words in context.

**I** – Inference – make and justify inferences using evidence from the text.

**P** – Prediction – predict what will happen based on details given or implied.

**E** – Explanation – how content (e.g. choice of words) contributes to overall meaning.

**R** – Retrieval – retrieve information; identify key details from fiction or non-fiction.

**S** – Summarise – summarise the main ideas from more than one paragraph

## **Example VIPERS questions**

**V** – Find a word that or phrase that means....

**I** – What was ..... thinking when .....?

**P** – What does this paragraph suggest will happen next? Why?

**E** – How does the author engage the reader in this section?

**R** – Give one example of ..... ?

**S** – Can you summarise this chapter in less than 20 words?

There are further examples of VIPERS questions like these in your child's reading record.

If you wanted to link writing with reading you could also encourage a range of activities such as:

- Character description
- Setting description
- Book review
- Different ending
- Create a quiz